MARATHON

by
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Loading:

FOR TAPE VERSION (16K Memory Required): Rewind the tape fully. Type in CLOAD and press PLAY on the cassette player. Press RETURN twice; the program takes approximately 5 minutes to load. When the program is loaded in, type RUN and press RETURN. If difficulty occurs, position the tape by using a regular cassette player, and listen for the start of the steady tone at the beginning of the tape. Start loading the program at this point.

FOR DISK VERSION (24K Memory Required): To load and run the program, first turn on the disk drive. When busy light goes off, place disk in the drive. Now, turn on the computer with the Basic Language Cartridge in place. The program will load and run by itself.

To Begin:

Plug a Joystick firmly into Port 1 (in the front of the computer console). Plug Joysticks into both Port 1 and 2 if two are playing. After you have decided on the number of players and inserted your initials, you will be offered a number of game variations.

OPTION: Use the OPTION key to choose the play mode (Multiplication, Division, Addition, Subtraction, or General). General is a mixture of all problem modes.

SELECT: Use the SELECT key to select the speed of the race—Walker, Jogger, Sprinter, or Olympian. Walker is the easiest and Olympian is the most difficult.

START: Press the START key on the computer to begin play.

Joystick Control:

Player 1 uses the left Joystick (Port 1). Player 2 (if two are playing) uses the right Joystick (Port 1). Player 1 presses the red button on his controller (and will continue to do this throughout the game) to set the problems. A problem will then appear and the correct answer will be in one cell of the grid. The player number is moved by the appropriate Joystick to travel over the grid. When the correct answer is under the player number, the red button must be pressed. The computer analyzes the response and moves the appropriate runner. Player 1 then presses for the next problem and play continues.

Multiples:

Every fifth question the type of problem will change and then ask for a multiple of a certain number. Numbers will then appear randomly above each grid. When a multiple of the number stated appears, hold down the red button as quickly as possible (e.g., multiple of 4 would be 4, 8, 12, 16, . . . etc.). Try to answer as quickly as possible, as the time between the numbers decreases. The computer will analyze your response and move the appropriate runner. Player 1 will then press for the next problem.

Skill-Level:

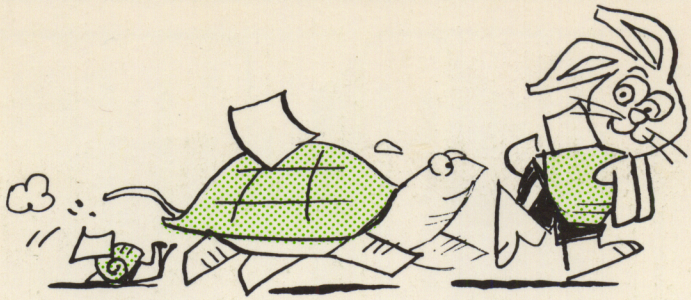
Four races can be chosen with 5 modes of operation. The race levels range upwards from WALKER to OLYMPIAN. As the levels increase, the time allowed to answer each question, and the time between multiples become shorter thus requiring your reactions to be quicker. The bonus, however, is that the distance run for each question increases, thus giving you a higher rating.

High-Score:

Each run is assessed on the number of correct responses; the number of extra runs donated by the other player; and the number of timeups. Each level has 6 teams, the lowest being WALKER-TEAM 6 and the highest being OLYMPIAN-TEAM 1. It is only possible to reach OLYMPIAN-TEAM 1 by choosing the GENERAL option, as this produces the most unpredictable questions.

Last Words:

REMEMBER, it is a race. During a two player game, it is the first person to move his player into the cell with the correct answer and press the red button that moves ahead. In a one player game, you race against time. MARATHON is a game of skill, reaction, intelligence and wit. To be successful, you have to answer all the questions and quickly. Have fun with MARATHON.



MARATHON

The runners are in their starting blocks and you have chosen an OLYMPIAN race! You are running against the computer—one false move or a slow reaction and the penalty is lost distance.

You can also choose to race an opponent, in which case as a novice, he starts at WALKER level. Improve your mental arithmetic stamina as you race through the levels. Excitement mounts as one of you wins the race and receives the final accolade—can you ever train to be OLYMPIAN-TEAM 1!

MARATHON provides ATARI owners with a challenging, exciting and educational game for the whole family. Imported from England, just for you.

Any defective tapes or disks should be returned to:

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